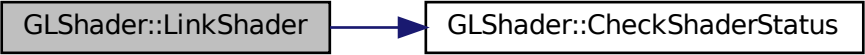


GLShader::LinkShader



```
graph LR; A[GLShader::LinkShader] --> B[GLShader::CheckShaderStatus]
```

A diagram showing a call from the function `GLShader::LinkShader` to the function `GLShader::CheckShaderStatus`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

GLShader::CheckShaderStatus